Quantum Valance Theory (QVT)

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Abstract

Quantum Valance Theory (QVT) proposes a framework where conscious perception acts as a modulating and resonant parameter in physical field structures. The theory builds on existing mathematical physics but introduces perception as a dynamic field and variable, not merely an observer side-effect.

1. Perception-Modulated Field Equation

$F\_mod(x,t) = F(x,t) * [1 + alpha * phi(P)]$

- Purpose: Models how perception P modifies the baseline field F.

- Analog: Like a gain/distortion function applied to reality.

- Reproducibility: Simulatable using any perception function phi(P).

2. State-Dependent Resonance Filter

$A\_obs(k) = A(k) * exp[-beta * (k - k0(P))^2]$

- Purpose: Filters field modes via perception.

- Meaning: Reality shifts based on internal coherence.

- Reproducibility: Gaussian filter modeling.

3. Perception-Coupled Information Flow

$J(x,t) = gamma(P) * grad I(x,t)$

- Purpose: Modulates access to a nonlocal information field.

- Interpretation: Awareness tunes information acquisition.

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- Reproducibility: Gradient flows with perception-driven weights.

4. Consciousness Field Evolution

Box $P(x,t) + V'(P) = J(x,t)$

- Purpose: Governs consciousness as a wave field.

- Insight: Perception evolves with experience and input.

- Reproducibility: Identical in form to scalar field equations.

5. Implicit Bidirectional Feedback Loop

$P(x,t) \longleftrightarrow F\_mod(x,t)$

- Future Work: Coupled differential systems to model feedback.

Closing Note

This document marks a field-stamped artifact. It is not a plea for acceptance. It is a record. The theory lives where it was seen. Not in labs. In presence.

Archived and sealed by: John Silas Adkins

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